



### CONTENTS

The Making of MPO	3
Metal Gear Solid Chronology	8
Metal Gear Saga	9
Characters	12
Metal Gear RAXA & ICBMG	49
Mechs & Surveillance Systems	54
Storyboards	55
Scenario Concept Art	56
Promotional Art	70

# 'Gears of War!

An All-New Menace Awaits Big Boss in Metal Gear Solid: Portable Ops

etal Gear: a nuclear-equippod, bipedat unit, capable of hunching a auclear attack from any position on Earth, and crossing any terrain with the maneuverability of a submarine in water. The generations have gappede with its menuce as this fearmone weapon evolved—from crashing along the ground into standing on two legs. It's groven to be a fearmone for for each of the successive heroes in the Metal Gear Solid sugar. Big Boss, Solid Snake, and Raiden.

Metal Gent traces its heritage back to a pair of secret warpons developed at the Granin Design Bureau, in Soviet Russia. The first was a rocket-powered nuclear cannon dubbed Shapshoot, the creation of Soviet sectentia Nikolai Stephanovich Sokolov, Aleksander Leonovitch Granin, orace a national hero to his motherland, conjured up the second: a walking tank.

The Sesiet military abundenced Granin's plan in favor of Sekolov's Shagohod, but some say that Granin's plans made their way into the United States, serving as the basis for the now infamous Metal Gear. The Metal Gear crises of the 199% (Onter Hasene, Zaraber Land) and the new century (Shadow Moses Island) all stem from these centions developments. So which becomes of Sekolov's Branchod?!

So what became of Sokolov's Shagobed? Did the man who would become flig Boss cut short lineage completely? The answer is no: the latest intel suggests that an all-new Metal Gear derived from that lethal line still exists, waiting to challenge the metho of PSF owners everywhere in Metal Gear Solid: Portable Qis. What kind of machine could it be...?





PORTABLE OPS: GAMEPLAY BRIEFING

Squad strategy details and more straight from Kojima's team

Helio, Metal Gear fansl it's the Metal Gear Solid: Portable Ops team here with an update on our upcoming PSP game for you. Let's get to the julcy details.

First off, we want to confirm that in the single player mode of MPO, you can have up to four characters in your team (this includes one slot for Sneke/Big Boss). You can only control one character at stime, but the remaining three characters will be weiting in position at various points across the msp.

This time, the stages won't be as linear as you're used to in a Metal Gear Game. We've created wider environments for you to tackle, but this new comrade system will ensure that you don't get lost or overwhelmed. Since your comrades will be stationed at various points across the level, you can take control of each character and explore different parts of the map. Your comrades will also have unique abilities and weapons. By taking control of each of them on the map, you'll be able to fill in the gaps and familiarize yourself with the environment.

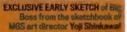
With a touch of a button, you'll be able to view the game's overhead map and see where your allies are hiding. We'll give you one guess as to exactly how your remaining three comrades hide while you're controlling the other character!

Since this an MGS game, the single-player mode has many similarities with the PS2 titles. The radio CODEC system is back, there will be a lot of creative cinematics that tie together the story, hours and hours of voice-over dialogue (with the main cast of voice actors all returning!), and a variety of In-game objectives. There will be a variety of ways to coax enemy soldiers into joining Snake's side, but for now they are a sacret. As you know, the question of whether or not you should kill a lonely enemy has always been a theme of Metal Gear Solid. This time we're taking that theme a step further because you will truly benefit from using your brain and figuring out a way to recruit enemy soldiers rather than simply shooting them in the head. That's all for now! MPO TEAM, KO HMA PRODUCTIONS

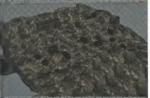
SHARE FOR POP

EI SNAKE
HAS A
POSSE
Before a
mission, pick
three pels on
this screen.















# C3 MEET SNAKE David Hayter (middle) has provided Snake's voice since MGS1. Ryan Payton (left) and David Chen (right) are making everything in MPO's seriot olick.



### Metal Gear Solid: Portable Ops

### DEVELOPMENT DIARY 1111 1111 1111

Ince our July Metal Gear Solid: Portable Ops cover story, Kojima Productions has been hard at work completing the game – and that doesn't just mean polishing the graphics; it also means nailing down the story and adding great voice acting. Voice-overs were recently concluded, and Kojima Productions' own Ryan Payton is back with another exclusive, inside update!

#### July 16

Without a hint of jetlag from my cross-Pacific trek, I hop into a rental car and head over to West Hollywood – my home for the next week while we record the voice-overs for Metal Gear Solid: Portable Ops. Recording doesn't start until Monday, so I spend my free day hanging around Sunset Blvd. and going over the MPO script one last time.

It's exciting times to be working on MGS. Lead editor, David Chen, and myself have been putting in plenty of overtime hours polishing up the MPO script. In my opinion, we've put together the most accessible, readable script in Snake's twenty-year history.

#### July 17

Superstar voice director, Kris Zimmerman, is already making preparations for the week of recording. Kris has been directing MGS voice-overs since MGS1. She is humble, but will admit that her work on the original MGS revolutionized volce-overs in games. She's continued to direct awesome voice-over work even if Japanese game producers bring in haphazardly translated, "Engrish" scripts for recording.

Dwight Schultz joined us to record the voice of a brand new character in the MGS universe. Now, contrary to what many of you may suspect, I did not recommend Dwight for this part because he is Capt. Hn. "Howling Mad" Murdock from the greatest action TV series in history: The A-Team. Rather, it was his chilling performance in Grasshopper's twisted masterpiece, killer 7, that convinced me that Dwight needed to be involved in MPO somehow.

After a few minutes of warmup readings, Dwight found this character's voice – It's strong, chilling, and slightly demented. When you get your hands on MPO this winter, I think you'll agree that he delivers the most impressive performance in the game.

But that's not to take away anything from Mr. Hayter! Hollywood script writer, director, and the father of Snake's voice. David Hayter, joined us in the afternoon to record several hours of young Big Boss dialog. David gave a great performance... or maybe "surreal" is a more appropriate description? I can't explain how surreal it is to hear Snake's voice say, "Hey Ryan, what's up?"

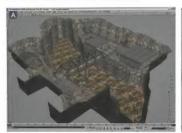
Before we kicked off recording with David, we chatted a little bit about the themes of MPO and how he plans to tackle Snake's character this time around. David suggested that he should keep the hint of innocence in Big Boss's voice, but add a thin layer of maturity and worldliness to it. We decided to record that way and it turned out fantastic.

David was joined by Tara Strong, another veteran in the industry, who voiced a new and complex supporting character. Tara really impressed me with her work on Eternal Darkness. She nalled her multi-layered MPO part to perfection.

#### July 18

Today was a day of familiar voices: Heather Halley (Para-Medic), Jim Piddock (Mejor Zero), James Mathis (Sigint), and one more returning Snake Eater cest member joined us in the studio,

Now before I get too ahead of myself, let me throw in a quick disclaimer; unfortunately, I cannot reveal all of the characters we recorded. We had as many as nine actors come in and record in a single day, laying over the voice work on









### **DEVELOPMENT DIARY**

some of the most popular (and minor) characters in the MGS universe. So although I cannot reveal these characters right now, it is ultimately for your own good – you'll love the surprise when these characters make appearances in MPG!

So... beck to the recording studio. It felt like a big reunion for Snake Ester performers. Most of the men and women in the studio hadn't seen each other since Metal Gear Solid 3 was recorded.

Because the Snake Eater recording was so long ago, we prepped some old MGS3 clips and played them back to remind actors what their characters sounded like. It took Jim less than a few seconds to reprise his role as the Maior.

When we played back Sigint for James, he had a great request: play back the clip from Snake Eater when Sigint recalls a nightmare he had about an AWOL plece of crap. It's videogame Shakespeare!

#### July 19

Today we were welcomed by David Agranov, who came in to record a young, hipper Roy Campbell. A few months back, he did an awessme audition for the part, really nailing the way you would imagine Roy Campbell as a rustic commander in the "70s.

While we were more than satisfied with Agranov's performance of Campbell, little did I know that he also speaks fluent Russian – a very valuable asset when Russian terminology comes up in the soript.

After lunch, Noah Nelson joined us in the studio to record several hours with Big Boss. Noah's character kicks off the MPO narrative with a brutal first chapter. What's a Matal Gear game if Snake doesn't get knocked around a bit?

At the end of the day, we were joined by two actors who provided SE (sound effects) for single and multiplayer modes. Hey, somebody's got to voice the grunts, moens, and cries of pain that each soldier makes!

#### July 20

Today was a critical recording day, Steve Blum (Psychonauts) came in to voice the most pivotal new character in MPO. Without spoiling too much, Steve's character embodies a number of personality traits – intelligence, arrogance, pride – but still must manage to be a likable, charismatic bad guy.

Thankfully, Steve was more than up to the task. He asked to see cheracter art and sketches of cinematic scenes in order to truly understand the cheracter. The hard work paid off – Steve gave an awesome performance that gave Kris and I chills.

MPO lead script editor and a good friend of mine. David Chen, joined us in the studio. David handled the task of giving the Japanese-to-English script a bit of an edge. When the script first comes back from the translation company, it's often riddled with textbook English - "My name is Snake. Who are you?"

David dived in and dirtied up the script, threw in some 1970's terminology, and all around made the narration more believable.

#### July 21

The last day of MPO recording! Thanks to Kris, David Chen, and David Hayter's help, we were able to tweek the script on the fly to make it sound even better. As you can imagine, reading scenes on paper and then hearing the











lines performed by voice actors can be two completely different experiences. On a number of occasions, we re-took scenes to capture the right tension that Hideo Kojima intended to create in the MPO story.

On Friday we recorded more voice work for David Hayter and Steve Blum. We were also welcomed by a MGS fan favorite Quinton Flynn (Raiden). Since Raiden hasn't even been born yet in the MPO universe, Quinton came in to record some SE for us.

So ends the voice recording work for Metal Gear Solid: Portable Ops. Thanks for coming along for the ridel This is where this journal entry ends. I'm on a flight to Sen Francisco to meet the PSM guys and a host of other media to present some fresh new MPO information. RYAN PAYTON C3 IN THE STUDIO This is what it looks like when Stake's lines are being laid down. Some ferns and guns could carainly help the stmosphere, don't you think?



### DEVELOPMENT DIARY



SNEAKY Here's an exclusive render of the bedess new ninja character from Portable Ops. is that a machete?





## NEW PORTABLE OPS DETAILS EMERGE!

#### A new way to unlock characters, & Big Boss makes his voice heard

We already know that Metal Gear Solid: Portable Ops is a sequel to Metal Gear Solid 3, and that It's all about assembling the greatest tactical espionage action team ever, but we've learned a few new details about this exciting handheld game.

Not surprisingly, you can unlock some characters from MGS3; however, It's the way you unlock them that makes the game so interesting. You can actually access wireless hot spots and unlock characters based on the hot spots' individual, unique IP addresses. "No logging on to the hot spot is required – players need only locate a

wireless access point in order to generate data to recruit that character, explained Konami, "These characters can then be formed into a four character team and taken online for multiplayer battles against opposing users." Konami also said that the game will make use of the upcoming PSP GPS peripheral in some fashion. It looks like you've got some traveling ahead of you if you want to get the most out of this game.

Finally, Konami confirmed that the game's cutscenes will have full voice acting, with the voice actors from MGS3 reprising their roles. We couldn't imagine anyone other than David Hayter as Big Boss, anyway. JUSTIN CHENG



#### Character Models:

Unique character models are all new designs. Compared to PS2, the number of polygons has been reduced to around 1,400 polygons, which is just over 13 of that of PS2. The skeleton is almost the some as PS2, but it is constructed with 19 bones with both writis and onlikes removed. The motions were created using existing motions from MGS3.

Meanwhile, as such an iconic entity, a lot of effort went Into Metal Gear Rava's design. Created from scratch, with 47 bones and a transformation mechanism, it was the most complex model to design.



#### METAL GEAR SOLID CHRONOLOGY

#### 1930s Last member of the Philosophers dies.

- 1939 Albert Einstein sends a letter to President Roosevelt advising the development of the atomic bomb, World War II erupts.
- 1941 British Army founds the Special Air Service (SAS).
- 1942 America opens the Office of Strategic Services (OSS).

  Physicist Enrico Fermi uses a nuclear reactor to generate atomic fusion.

US Army's Corp of Engineers initiates the Manhattan Project.

Grandfather of Hal "Otacon" Ernmerich joins the Manhattan Project.

The Boss establishes the Cobra Unit at the Battle of Stalingrad

- 1944. Allied Powers dispatch the Cobra Unit at the Battle of Normandy.
- 1945 America tests the first atomic bomb in Alamogordo, New Mexico.
  Atomic bombs dropped on Hiroshima and Nagasaiv.
  Japan.
- 1946 ENIAC, the first computer, is built.
- 1947. America founds the Central Intelligence Agency (CIA). Cohea Unit dishands.
- 1949 Inauguration of NATO (North Atlantic Treaty Organization).

  Soviet Union tests an atomic bomb at Semipalatinsk Germany is divided -- East and West.
- 1959 President Truman orders the development of various atomic bomb types.
  Korean War begins.
- 1951 Israel establishes the Institute for Intelligence and Special Ops, aka MOSSAD.
  The Bost is exposed to high radiation tevels while condition organic support at a Newards nuclear less
- Physicist Wernher von Braun proposes a plan to send men to Mars.
   America founds the National Security Agency (NSA).
- 1953 Khrushchev becomes First Secretary of the Soviet Communist Party.
  Watson and Crick discover DNA's double-helix structure.
- 1954 US Navy launches the first nuclear submarine, the USS Nautilus.

  America tests a hydrogen bomb on Bikini Atell.

America tests a hydrogen bomb on Bikmi Akoli, irradiating Naked Snake and contaminating the fishing boot Daigo Fukuryu Maru.

US Secretary of State John Dulles announces the

New Look Policy.
The Soviet Union founds the KGB.

1955 Einstein dies, taking his passion to abolish nuclear arms with him. The first conference against atomic and hydrogen bombs meets in Hiroshima, Japan.

- 1957 America successfully launches an ICBM (intercontinental ballistic missile).

  Soviet Union Teunches Sputnik-1,
- 1958 America launches the satellite Explorer-1.
- 1959 The Cuban Revolution.

  The American National Advisory Committee for Aeronautics (NACA) founds NASA.
- 1960 America's surveillance aircraft Lockheed U-2 violates Soviet dairspace. Soviet Chairman Khruslitchey announces the transport of missiles to Cuba in an act of resistance against

American foreign policy,
Two NSA cryptanalysts, ADAM and EVA, detect to the

- 1961 America and Cuba end diplomatic relations.
  President Kennody falls into distavor with the
  Philosophics.
  You Gagarin boards Vostok-1 and becomes the first
  man in space.
  Alan Shepard pilots the first sub-orbital flight:
  Construction of the Berlin Wall begins.
- Soviet Union tests the largest nuclear weapon in existence over the Arctic Island of Novaya Zemiya.

  1962 American surveillance craft U-2 discovers Soviet missiles in Ouba, sparking the Cuban Missile Crisis.

US Army founds the Green Berets.

- 1963 The New York Times ands a 11 4 day strike and publishes a 702 gage Sunday edition.

  Valentina Tereshitova boards Vostok-6 and becomes the first female cognomand.

  Soviet and American leaders sign the Hot Line Expansion Agreement.

  America, the Soviet Union, and the UK sign the Partial Test Ban Treaty at the Grand Kremlin Patace.

  President Kennedy is assassinated.

  Moviet The Great Escase and 0077-01: No are released.
- 1964 US Department of Health announces that cigarettes cause lung cancer.

  The Gulf of Tonkin incident occurs in Vietnam.

  Virtuous Mission and Operation Smake Enter commence Nakod Snake is awarded the fifth of Big Boss.
- 1965 America bombs North Vietnam.
  Significations ARPA, which grows into DARPA
- 1966 US Department of Transportation creates the EMS response system.
- 1968 Soviet Union invades Czechoslovakia. Strategic Arms Limitation Talks (Détente-1) initiated. EVA disappears in Hanol.
- 1969 America puts the first man on the moon with Project Apollo.

  The US Department of Defense and ARPA establish ARPAnet, the basis for the internet.
- 1970 The first paramedic system is introduced in Seattle, Washington.

  The Sam Hieronymo Pennisule incident, the Successor Project is concluded.

  Major Zero dishands the POX tine.

- 1971 Soviet Union launches Salyut-1, the first space station.

  Big Boss establishes FOXHOUND on effort to exterminate renegade FOX Unit.
- 1972 Project Apollo ends with Apollo-17.
  The Les Enfants Terribles Project gives birth to the Sons of Big Boss -- Liquid and Solid Snake.
- 1973 America launches the space station Skylab.
  America withdraws ground troops from Vietnam.
- 1975 Richard Dawkins publishes The Selfish Gene.
- 1977 America establishes Delta Force:
- 1979 Soviet Union Invades Afghanistan, new cold war begins
- 1981 America launches Columbia, the first space shuttle,
- 1982 Falklands War begins:
- 1983 President Reagan announces the Strategic Defense Initiative (SDI).
- 1985 Gorbachev's new administration ushers the Soviet Union into the Détente-2 era.
- 1985 America's space shufflo program stalls due to the Challenger explosion.

  Soviet Union launches space station Mic. America proposes the Human Genome Project, igniting a global research effort.

  Sovet Union.

  Sovet Union.
- 1989 The Berlin Wall falls.
- 1990 fraq Invades Kuwait, East and West Germany reunify.
- 1991 The Gulf War begins.
  Soviet Union collapses, and the Commonwealth of independent States (CIS) rises in its place.
- 1994 America adopts the Strategic Arms Reduction Treaty II (START-2).
- 1995 The United Nations adopts the Comprehensive Test Ban Treaty.

  Outer Heaven revolts.
- 1999 Zanzibarland established.
  - UK scientists clone a sheep's somatic cell.
- 2000 A joint tearn of Japanese, American, and European scientists announce the mapping of the human genome:
- 2001 Multiple terrorist attacks hit America on September 11.
- 2003 Nations launch a multilateral strike upon Irag:
- 2005 The Shadow Moses incident.
  Documentary In the Darkness of Shadow Moses becomes a bestseller.
- 2007 The USS Discovery sinks in Manhattan Bay.

  Construction begins on the Big Shell Disposal Facility.
- 2009 The Big Shell incident.
  Liquid-Ocelot retrieves GW from Arsenal Gear
- 201X Solid Snake returns to the battlefield as Old Snake

### 1964

#### Virtuous Mission Operation Snake Eater

August 24, 1964. Thirty thousand feet above Pakistan, a man launches himself from a special ops Combat Talon aircraft emblazoned with the US flag. It is the first HALO (high attude, low opening) jump in history, and the beginning of the covert Virtuous Mission.

Metal Gear Solid 3 is set during the Cold War, the beginning of the Metal Gear saga. MGS3 tells the story of soldiers struggling with questions of loyalty, even as those loyalties change with the times. Naked Snake, an operative in the Special Forces unit FOX. Zero, the commander of FOX.

Volgin, a.k.a. Thunderbolt, a renegade Soviet officer who plots to throw the world into chaos. Ocelot, leader of the elite Ocelot Unit in the Soviet military intelligence outfit GRU And The Boss, the so-called Mother of US Special Forces, Snake's mentor and a traitor to her country. A drama of loyally and betrayal untolds as these players clash over the Shagohod, a nuclear-armed tank. The plot thickens in the Stagonova, a funited-affect plant for sept of necessing of Operation Shake Salet, a despirate mission with the falt-of FDX at stake. With the doormaday weapon Shagohod finally complete, Snake emiss the aid of EVA a beautiful, and mysterious formate approach to penetrate the GRU, to stop the Shagothod. Will Shake reach his objective in time? Discover the origin of Bug Boss, the man who started it all, in this stop diel for the PayStation/PS.

### **METAL GEAR SOLID 3**

### 

#### San Hieronymo Incident Outer Heaven Uprising Zanzibar Land Insurrection

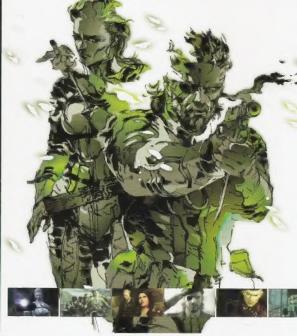
It is the era of détente. The FOX unit takes over a Soviet army base on the San Hieronymo Peninsula in central Colombia and launches a rebellion. Big Boss, now retired from FOX, is abducted by his former comrades and imprisoned in a cell on the peninsula. He escapes and, forming his own unit along with the local Soviet troops, sets out to put an end to FOX's rebellion. Developed for the PSP®, Metal Gear Solid: Portable Ops fills the gap between Metal Gear Solid 3 and Metal Gear in the story of Big Boss.

Big Boss's next appearance on the world stage would come in 1995, when FOXHOUND, a new Special Forces unit led by Big Boss, is dispatched to quell an uprising in the South African fortress state of Outer Heaven. Big Boss sends a rookie, Solid Snake, on a mission to destroy Metal Gear. a nuclear-armed bipedal walking tank developed by Outer Heaven, After completing this mission, Solid Snake pursues the specter of Big Boss to Zanzibar Land, In Metal Gear and Metal Gear 2: Solid Snake for the MSX2, the spotlight passes to a new hero: Solid Snake. PlayStation@2 ports of these two classics are also included in Metal Gear Solid 3: Subsistence



ITIETAL GEAR









in the dawn of the 21st century. The Special Forces unlegated the service of a purcear wapons disposal country on Shadow Moses, an Isolated rock in Alaska's For Mande. They present their demands to the povertiment



### 2007-09

#### Tanker Incident Big Shell Incident

when the Stackow Micross incident, technological data Metal Gear leaks onto the busic market, in 2007, souther shick in the middle of New York Bay, The disaster in orchestrated by Solid Snake, now a member of the and leaks Gear NSO "Philambrooy." Snake is billiened kest all his holotom of the sail along with the further.

how years later, the floating Seg Strell Facility is constructed, in the osterable purpose of cleaning up the of sailed by the burder. But the Big Strell is believe over by the terrorist image "Soris of Liberty," led by a man claiming to be many-load Solid Sandar. With the Lib President hald hostalighter processing the sovernment sends Seiden, a new recruit in the new LOPHOLIVID. In orificial the Big Shell. Relieve is a new recruit in other new LOPHOLIVID in orificial the Big Shell. Relieve is a new recruit in the new control of Solid Solid Shells, Solid Indianal Control of the Lorents's Is field Solid Solids, but yet another rails of Big Boast's geries, a third sende to look Solid into Liquid Solid Solids, Children and Colorado Solid Solids. Colorado Solid Solids Colorado Solid Solids. Colorado Solid Solids. Colorado Solid Solids. Colorado Solid Solids. Colorado Solid Solid Solids. Colorado Solid Solids. Colorado Solida Solid

a shadowy organization that even the President answers to.
Granually, Reiden's cast is revealed, and the story hardes

he full capabilities of the PlayStation@2 to present dizziling

### METAL GEAR SOLID

SONS OF LIBERTY





### METAZGEARSOZIDZ, GUNS OF THE PATRIOTS TACTICAL ESPIONAGE ACTION













CHLYTE SHARE FOR PUT
DE YMEX - + FX U+ Tont - 1-12 U+ ISANONE



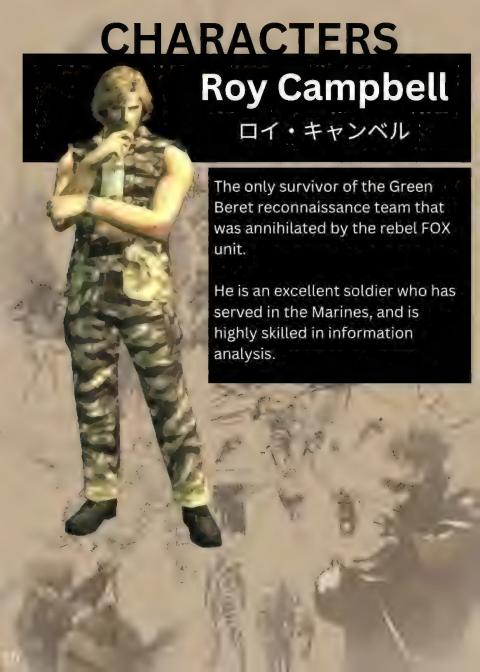


























ジーン (ヴァイパー)

Gene (Viper), the FOX commander, and mastermind behind the San Hieronymo ncident.

He is also known as the "ultimate commander" created through an experiment called the "Successor Project".

















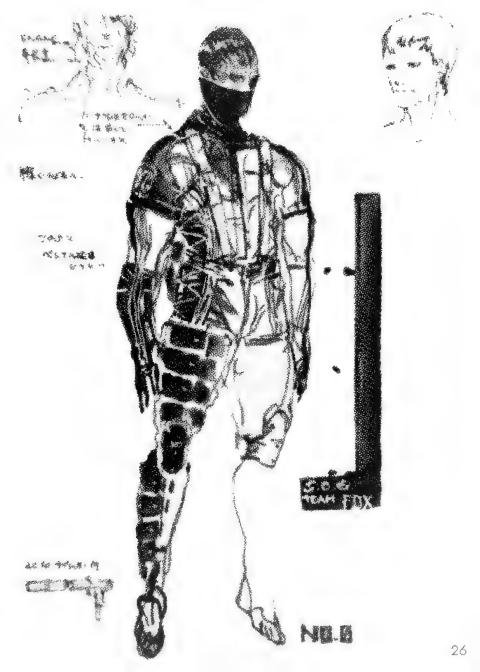


Null

ヌル

His name means "Zero", or "Nothing" in German. He is the "perfect soldier" whose human memories and emotions have been erased.

He boasts superhuman combat skills, but his mental control requires constant adjustment.















# Python

A former comrade of Snake, Due to a fatal injury sustained during a mission, his body temperature rises continuously, and he requires a cooling suit at all times.

He also has heat-dissipating parts embedded in his head.









# Lt. Cunningham

カニンガム中尉

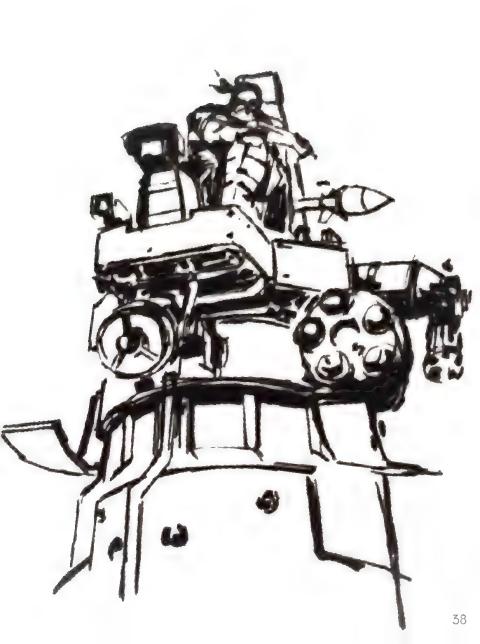
FOX's interrogation specialist. A specialist in extracting information through torture.

One of his legs is a prosthetic, with the original lost in the line of duty.

While assisting in FOX's rebellion, it seems he's not just following Gene's orders...











# Elisa & Ursula

エリサとウルスラ

Twin sisters with ESP who both work for Gene.

hey were brought to the U.S. from a research institute in East Germany, where they underwent special training.

Ursula's powers increased substantially, but cost her much of her personality in exchange for her enhanced abilities.



# Other Characters

その他のキャラクター



### SIGINT

An expert on weapons, armaments, and electronic equipment, and one of the people who served as Snake's backup during Operation Snake Eater six years ago. He currently serves at the Advanced Research Projects Agency of the Department of Defense (ARPA).



### Para-Medic

A skilled medical staff member who helped Snake six years ago, just like Sigint.

"Paramedic" refers to a combat medic who enters dangerous emergency medical situations directly.

# **Other Characters**

その他のキャラクター



### Major Zero

The former commander of FOX. He commanded Snake during Operation Snake Eater. He was arrested shortly after FOX rebelled and was forced to disband the unit.



### Ocelot (ADAM)

An American double-agent working for both the KGB and CIA. He was a key figure in Operation Snake Eater and an adversary of Naked Snake. It is often unclear where his loyalties lie.

# Other Characters

その他のキャラクター



### Jonathon

A Soviet soldier stationed at San Hieronymo. He is a good soldier with good judgment and well trained. He is the first soldier recruited by Snake. As they work together, they form a strong bond.



### Nikolai Sokolov

A nuclear weapons scientis, famous for developing the Shagogod. He was presumed dead in Operation Snake Eater. Yet his plans seemed to have influenced the development of a new weapon...

# Other Characters

その他のキャラクター



### Colonel Skowronski

A former fighter pilot, he was the commanding officer of the Soviet soldiers at San Hieronymo.

During Gene's rebellion, he was removed from power.



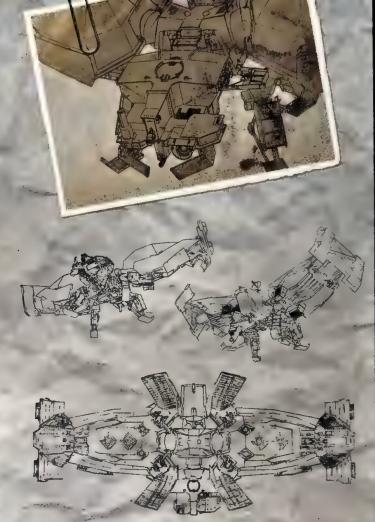
### CIA Director

Director of the Central Intelligence Agency. He led the agency during Operation Snake Eater. Following this, he obtained a portion of the Philosophers Legacy. Ocelot (ADAM) reported directly to him.







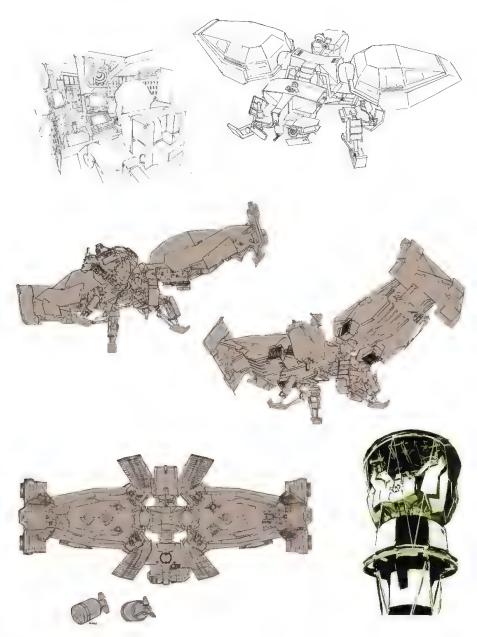


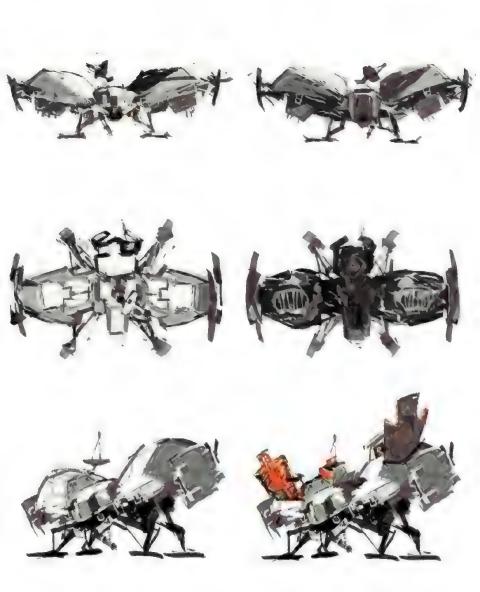
ジーンが合衆国から参ったという機密新兵器。ソ連との「交渉」に使うつもりでいると思われる。サンヒエロニモ半島に残っているソ連製の核ミサイルを利用する模様。完成までには時間を要するという情報が 入ってはいるが、現在の機動場所は不別である。通常契備としても強力な民器を搭載していると機構される。

全高:79m 全長 10.9m 全幅 25.5m 未良、1人 電量:80t 最高速度:0.5km h

武装 M134ガトリング式機関銃(×1)、9M14S(×8)

装甲 90~10mm(均質圧延装甲+アルミ合金装甲) エンジン出力: 不明



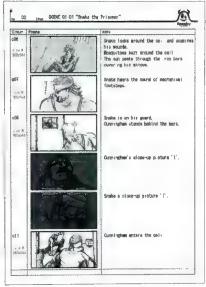


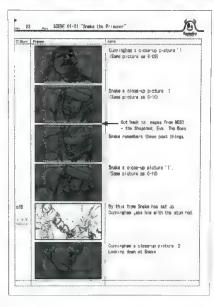


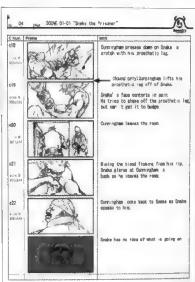


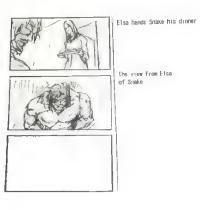
# echiance s

# Storyboards

































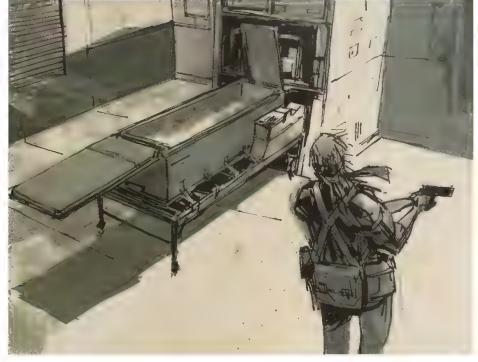














Promotional Art



